



**Wholehog® III
operating system**

**Backwards
compatible with
Wholehog® II
operating system**

**Dual External
Touch Screens
Included**

**Auto-ranging
mains input
(90-250 VAC)**



HOG® iPC is a small, mid-range controller which is designed to use the **Wholehog III** operating system and is also backwards compatible with the discontinued **Wholehog II** operating system for maximum flexibility.

The 'i' stands for its **integrated** PC motherboard operating via Windows XP Embedded.

Hog iPC is constructed of precision-machined aluminum with a tough wear-resistant anodized finish. It uses four universes of DMX output direct from the console, expandable to eight universes using USB DMX Widgets or USB DMX Super Widget. Includes two 12-inch high-brightness color touchscreens with adjustable viewing angle. A backlit trackball with four configurable buttons provide cursor and position control.

Ten Playback faders feature the familiar Wholehog III playback controls (choose, go, pause & flash). Hog iPC offers an internal hard disk drive, and re-writeable CD-ROM drive; Five Universal Serial Bus ports for touch screens, external drives, printer, and Wholehog III accessories (e.g. playback wing, expansion wing, and additional USB DMX Widgets).

Ethernet connector allows communications with Hog 3 PC computers, Hog iPC, and Wholehog III console systems. Remote Focus functionality is available when networked with a computer running Hog 3 PC software.



CONNECTIVITY

Supports up to four USB Playback Wings

Supports up to four USB Expansion Wings

MIDI Input, Output, and Thru supports Midi Show Control and Midi Time Code

Single Linear Time Code input via 3 pin female XLR connector

Connectivity with Wysiwyg and ESP Vision via Ethernet

Wired and wireless networking ability with multiple Hog3PC computers, Hog iPC, and Wholehog III console systems

Remote Focus capabilities when networked with a tablet PC running Hog3PC software

Hog 3 PC software is standard operating system. Backwards compatible with Hog 2 PC software for maximum flexibility (although some specifications or features may not be available when using Hog 2 PC version)

CAPACITIES

2048 to 4096 DMX-512 channels (depending on number of external USB DMX Widgets)

Unlimited number of simultaneous crossfades

Thousands of Cues, Cue parts, Cue lists, chases, effects, groups, palettes, pages, macros

SOFTWARE

Personalities for all major automated fixture types in built-in library

Specialized libraries and functions allow ease of programming for conventional fixtures

Consistent control interface for all fixtures, regardless of manufacturer or type, makes it simple to work with different fixture types, or to exchange one type for another even after a show has been programmed

Quick function to add new fixtures that replicate existing programming

Fully calibrated color picker allows seamless colormatching between different fixture types and with gels and dichroics

Intuitive programming interface, providing familiar Wholehog III functionality and more

Instant access to fixtures, groups and palettes via touchscreen displays, and familiar command line syntax

Intuitive viewing and editing of all programming through powerful spreadsheet displays

Multi-level Undo/Redo

Cues, Scenes and Palettes can reference other palettes for fast and easily updated programming

Unlimited control of timing, with the ability to set individual in and out delay and fade times, as well as crossfade paths, for each parameter of every fixture



Overall dimensions:
29.74 in (w) x 15.33 in (d) x 4.93 (h)
(footprint smaller)

Powerful customizable real-time effects, with independent timing

Fully customizable playback controls on the console, as well as on multiple playback wings

Cuelists and Scenes can be executed directly from the touchscreens for extra flexibility

Inhibitive intensity masters can be defined for any group of fixtures.

Chases have fully adjustable direction, crossfade percentage, and rate

Cues and Scenes can be triggered manually, or via a wide variety of automated triggers including timecode and MIDI Show Control

Learn Timing feature for quick programming with timecode

Cuelists selectable in tracking and non-tracking mode

Virtual fader repositioning provides all the features of motorized faders with none of the drawbacks

Advanced graphical user interface, with emphasis on a clean and easy-to-use operating environment and a high degree of user configurability

User preferences can be exported and imported from the console separately from the show

Online help system, including onscreen reference manual

Up to 8192 multi-parameter fixtures

System supports up to 65,536 cues, cuelists, scenes and pages

Unlimited number of concurrent crossfades and effects, running in an unlimited number of concurrent executing cues and cuelists

Powerful show merging capabilities

Backup show data to CD-ROM or external drives — can be scheduled to occur automatically

Easy upgrades Configuration of system software and library from CDROM or external drives

Simple Configuration Panel functions allow quick switching between Hog 3 PC and Hog 2 PC software

Optional integrated roadcase available

Specifications subject to change without notice. Certain specifications may be the result of future software releases. For a complete list of the issued patents and patents pending contact High End Systems.

HIGH END SYSTEMS



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